

4. The device of claim 1 in which the coded audio event data is stored in accordance with a musical instrument digital interface (MIDI) standard.
5. The device of claim 1 which further comprises:
one or more user controls on said housing, the user control enabling the user to selectively out-play said audio signal.
6. The device of claim 5, wherein said user controls enable the user to select musical event data from one or more audio tracks for out-play of said audio signal from a library containing plural audio tracks.
7. The device of claim 5, wherein said user controls enable the user to select a mode in which the out-play of the audio signal occurs.
8. The device of claim 7, wherein the mode of out-play includes one or more operational modes.
9. The device of claim 7, wherein the mode of out-play includes one or more musical modes.
10. The device of claim 5, wherein the user control includes a thumb-operable multi-directional pressure-sensitive switch.
11. The device of claim 10, wherein the hat switch and the electronics are configured to enable a user to select one or more modes in which the out-play of the audio signal occurs, and wherein the modes include one or more of expression, pace and volume.
12. The device of claim 5 which further comprises:
a display on said housing, the display enabling a user to visually monitor the selective out-play of said audio signal.

13. (Amended) A method of storing for synthesis and out-play coded audio event data recordings in a portable hand-held device, the method comprising:

storing coded audio event data in a memory contained within a portable hand-held device;

reading said coded audio event data from the memory;

processing said coded audio event data to produce an audio signal represented by said coded event data; and

audibly out-playing said audio signal from the portable hand-held device.

14. The method of claim 13, wherein said storing, reading and processing is of coded audio event data formatted in accordance with a musical instrument digital interface (MIDI) standard.

15. The method of claim 14 which further comprises, prior to said storing:
creating the coded audio event data on a remote processor.

16. The method of claim 14, wherein the remote processor is a personal computer (PC).

17. The method of claim 15 which further comprises, after said creating and prior to said storing:

downloading the coded audio event data from the remote processor to the hand-held device.

18. (Amended) An article of manufacture for use with a portable hand-held device for storing for synthesis and out-play of coded audio event data recordings, the article comprising a computer-readable medium containing a program, the program comprising:

storage firmware for storing coded audio event data in a memory contained within the portable hand-held device;

access firmware for reading the coded audio event data stored in the memory;

processor firmware for processing the coded audio event data read from memory to produce an audio signal represented by the coded audio event data; and

out-play firmware for audibly outplaying the audio signal from the portable hand-held device.

19. (Amended) A computer-readable medium containing a program according to claim 16, wherein the program further comprises:

download firmware for downloading the coded audio event data to the portable hand-held device from a remote processor.

20. (Amended) A portable hand-held apparatus for synthesizing audio scores, the apparatus comprising:

a mechanism for storing coded audio event data in a memory contained within a portable hand-held device;

a mechanism for reading the coded audio event data stored in the memory;

a mechanism for processing the coded audio event data read from the memory to produce an audio signal represented by said coded audio event data; and

a mechanism for audibly out-playing said audio signal from the portable hand-held device.

21. (Amended) The apparatus of claim 20 which further comprises:

a mechanism for downloading the coded audio event data to the portable hand-held device from a remote processor.